

QUANTA

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Volume 23 Issue 2
April/May 2006

Information on the Association

Membership of QUANTA, the independent QL user group, is by annual subscription. The Membership Secretary can supply full details. Copies of the association's constitution & annual accounts are available from the Secretary. There is an extensive software library. There are active national subgroups. Details are given in the Member's Guide and in this magazine.

QUANTA Committee - 2006/2007

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A very big thank you to ALL Members of NEMQLUG for organising, and a big thank you to 3rd Davyhulme Scout Group for making their Headquarters available to us for this year's AGM and Workshop at Manchester.

The staff at Pond Quay once again gave excellent service at the AGM Chinese Banquet, an event enjoyed by all present.

Dilwyn Jones kindly brought the History of the QL Exhibition for a second viewing, and I was more than pleased to have another opportunity to look at it.

One point of special interest was a QL 'A & E' facility, provided by NEMQLUG which successfully resuscitated nearly a dozen QLs. A second was an exhibit of educational walking robots, based on earlier Sinclair microcomputers, which walked on two or six legs with obstacle avoiding capabilities.

Sarah Gilpin is reporting on this AGM and Workshop meeting elsewhere in this issue.

I look forward to meeting all of you at the next QUANTA Workshop at Hove on Sunday 28th May.

COPY DATE for JUNE/JULY 2006 ISSUE is:

5TH JUNE 2006

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DOUGIE BURROWS - Obituary M. Bedford-White

Dougie Burrows died on 25th February 2006. He was Chairman of West Midlands (now Birmingham) sub-group.

Dougie started the first Quanta Sub Group in West Midlands soon after Quanta was formed and put together its Constitution in line with that of Quanta.

The sub group ran and grew on a very sound footing for over 20 years under Dougie's Chairmanship and despite some physical handicaps from a number of strokes he was mentally very sharp to the end.

Dougie also ran an ad hoc computer club from his home for about 20 years.

He will be sadly missed by all who knew him, his children - 2 sons and a daughter - and his brother and sister.

Rest in peace Dougie, and thanks for all you have done for us over the years.

I, for one, will miss him.

Mike Bedford-White

LIBRARY CORNER

John Gilpin

As announced in the last magazine, John Gregory has stood down from the QUANTA Committee after over 11 years service as Software Controller and more recently combining this role with that of Librarian. Thank you John for your services and for maintaining a high level of expertise within the Library. I am pleased to announce that John will be continuing with work he has already started on the New Look Psion enhancements by Roger Godley and I am sure that he will be working closely with Roy Brereton who has agreed to take on the Librarian's job. Roy has some interesting ideas regarding the Library and I am sure that we are in for an exciting time in the months to come. Welcome back Roy.

WATCH THIS SPACE

The number of members attending or sending proxy papers to the AGM, held at Manchester on 9th April 2006 was disappointing. There were 14 members at the meeting with a further 17 proxy forms received, a total of 31 members which is under 20% of the current membership of QUANTA. The only apology received was from Roy Brereton who was abroad on business.

The minutes of the Annual General Meeting 2005 were approved by those present and there were no matters arising.

The Chairman's report was presented by John Mason and comments from the floor were invited. Favourable comments were received both on the improvements to the layout and the contents of the magazine in recent issues and to the idea of covering some of the expenses for a couple of guest speakers at this and future workshops.

The Treasurer's report was presented together with the accounts as published in the last issue of the magazine and the auditor's report. These were accepted and approved by the members. It was agreed that a breakdown of the 'QL is 21' expenses would be printed in the next issue of the magazine. The auditor was reappointed for a further year.

The election of the committee members was not put to the vote as there were fewer nominations than committee positions to be filled and the chairman therefore declared all nominees to have been duly elected. The 2006/2007 committee is as follows:

John Mason	-	Chairman
John Gilpin	-	Treasurer
Sarah Gilpin	-	Secretary
Roy Brereton	-	Librarian

The chairman thanked John Gregory for his long service to Quanta as software editor and librarian and to the committee in general.

Special resolution number 1 regarding amendment to the constitution was put to the meeting by the Chairman for approval. All members present voted for the resolution, 14 proxy votes were given for the resolution and 3 at the Chairman's discretion, therefore the resolution was approved unanimously.

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The 2005/2006 QUANTA Committee

Sarah Gilpin,
Secretary,

John Mason,
Chairman,

John Gilpin
Treasurer

&

John Gregory
Retiring Librarian

The Membership Secretary's report was presented, and it was agreed that an update should be published to include the January renewals. It was pointed out that the majority of the losses this year were in the USA, as there had been no show there in 2005.

There followed an open discussion from the floor at which two points were raised.

1) Constitution point 9.1 requires clarification and possible amendment in line with the decline in membership and will be reviewed by the committee during 2006.

2) There is a requirement for an improved screen dump facility to enable QL graphic projects to move forward. It was agreed that Quanta would consider providing some financial assistance towards such a project on receipt of a business plan. Further information is required as to who would be able and willing to undertake such a project.

As one of the organising party for the Manchester workshop I find it very disappointing that so few QUANTA members are prepared to travel from the southern part of the UK. The idea that all parts north of Watford, let alone the Watford Gap, are in the back of beyond is insulting at the very least to those living there. It has been a practice, for a number of years now, that AGM workshops should alternate between the northern and southern halves of England to enable those living even further north (Scotland!) an opportunity to attend such events. Usually there are some members from the midlands and the north attending the southern AGM meetings and workshops. No such luck at the Manchester AGM, only three people came from the south and they were all committee members and family. No one at all attended from the midland regions, even though Birmingham is less than 2 hours travel to Manchester. It is almost as if Quanta has two separate and non-interactive groups.

We were pleased to welcome members from Scotland and Doncaster, who came for the whole weekend, and to our day visitors from Hull and the Wirral. It would have been pleasant to see members from the northeast joining us, as well as some from the midlands and the south. At this rate QUANTA will die not from the old age but from the even older complaint of APATHY.

There is a reason for holding the Manchester workshops over two days and not trying to cram it all into one day. The first time NEMQLUG held a one day workshop complaints were received that it required a two night stay in Manchester to attend due to the early start and the late finish. Firstly by transferring to two days with a noon start on day one there is time for people to travel and only have to stay one night. Secondly and more importantly, in the opinion of NEMQLUG, it enables those attending to come to the dinner and meet socially.

NEMQLUG were notified by traders before the show that they would not be attending the AGM workshop for a variety of reasons. So other ideas were considered to make the show memorable. QUANTA had already given approval to inviting a couple of speakers or demonstrators and covering one night's accommodation. George Gwilt was invited to give his talks on Sudoku and his view of the direction of the QL's future development. Dilwyn Jones was invited to return with his "QL History Exhibition". Both of these items had been a highlight of the 'QL is 21' show in Portsmouth last October.

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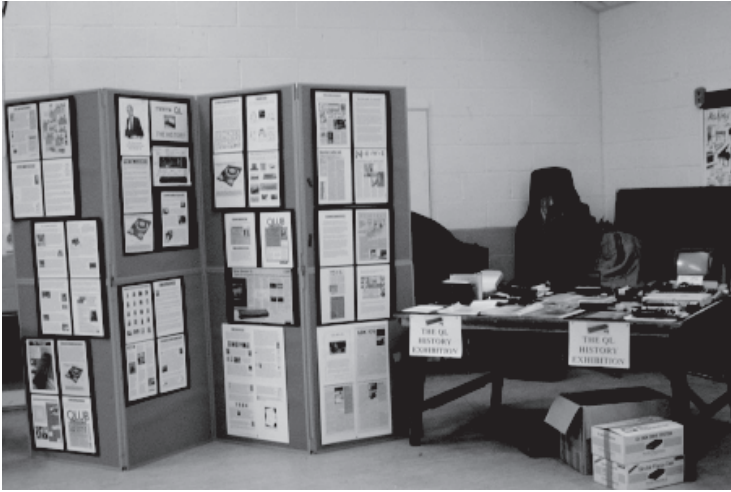
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The "QL History Exhibition"

NEMQLUG subgroup members decided that we would put on a genuine "working" workshop. Over the years the Gilpin Household has become the storage place for QL equipment that people have presented in one form or another to QUANTA as no longer required. The time has come to combine all the different donations and to find out what works, what does not, what could be made to work and what could be thrown away. A long term project has been to check the hundreds of Microdrive cartridges held to find which have original programmes on them and to format all the rest, thus providing a cheap supply of currently working Microdrives to the 25% of QUANTA members still using a black box QL.



NEMQLUG's
A & E Department

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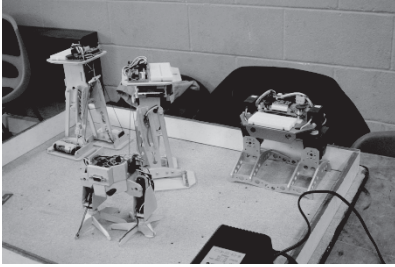
The workshop team spent their time checking out twenty black box QLs and ended up with twelve working perfectly and another two requiring replacement membranes and/or Microdrives. A number of Microdrive cartridge games were demonstrated by Richard and Alexia Southern on one of the working black box QLs. It was time that finally halted the team's progress in completing the repairing of all the QLs and progressing on to other hardware projects. The visitors to the show enjoyed watching the 'tinkering' and had some useful comments to make to our team. One comment received was that it was a long time since the insides of a black box QL had been revealed. Our thanks go to John Southern, David Buckley, John Butterworth and Alex Wells for their hard work in the 'A & E department'.

The "QL History Exhibition" again provided a focal point of interest to visitors. Dilwyn Jones provided all the written material and much of the hardware, with additional items being supplied by John Gregory, John Southern and the QUANTA collection. There were a number of rare items to be seen including a copy of QPAC2 signed by Tony Tebby, and a Maurice Computers QSV400 sound & speech synthesiser card among other early memorabilia.

George Gwilt's talk on Sudoku and his views on the future of the QL provided many discussion points for our members. Geoff Wicks also gave a talk (assisted by John Gregory) on how he sees the QL's future. It would appear that the QL emulators will be used more and more to enable the use of improved graphics and colour in old programmes. The members attending had opportunities to network with each other on the progress of such programmes as handling and converting graphics utilities. Geoff also covered the recent enhancements by Roger Godley to the Psion Suite which are being tested, John only returned from the Far East a few days before the AGM and his contribution at short notice was appreciated.

NEMQLUG member, David Buckley had his mini robots on display and was delighted to demonstrate them to other members. He started designing and programming his robots using the built in turtle graphic commands of the QL back in the 1980's.

The Saturday night Chinese banquet was attended by 18 people and was a great success. Once more the nameless member who was nearly thrown out two years ago succeeded in providing another potential furore by leaving with his napkin around his waste (*waist? Ed.*). He did wonder why the receptionist at his hotel eyed him with suspicion when he arrived, and he did post the napkin back through the door of the restaurant the next morning.



Some of Dave Buckley's Robots



The 2006 Chinese Banquet

Perhaps his sins should be forgiven. The Chairman also refrained from breaking any glasses (despite kind permission from the restaurant owner being given!)

NEMQLUG thanks all those who came to the workshop, the dinner and the AGM. Perhaps next year more members will make the effort to attend as these events provide an excellent forum for the exchange of ideas and progress.

FRACTAL SQUARES

Steve Poole

In Quanta June/July 2005 I showed you how to draw fractal circular patterns, so this time I shall tackle squares, which are mathematically defined as curves, (although simple ones).

Again, using the QL's Turtle Graphics System greatly simplifies the coding. It may appear at first sight that the PROCedure may be further condensed, but in fact there would be scant advantage from this, so I left it alone for clarity. Some books program Recursive Fractals using LINE commands, but personally I find it easier to define (and review) shapes (especially polygons) using angles and distances.

The FOR loops demonstrate a fractal Zoom, the pattern being clearer at larger sizes. This technique can be adapted to other polygonal shapes, but this demands extensively rewriting the procedures, or passing some considerable time working out how to englobe all the lot within one or more FOR loops. Any Suggestions?

You may be used to thinking that fractal curves are always continuous, and that these particular squares overlap, and are disjointed. This is in fact not the case, as the 'Turtle' starts at the centre of every square, draws the perimeter, and then returns to the middle: (Remember, PENUP avoids drawing unsightly centring lines). Valency electrons do more or less the same

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centring trick when they delimit snowflakes, except that the natural 'Fractal Program' they obey is a function of harmonic resonance, the electrons following all possible paths, and that too is a subject that fascinates me.

Perhaps soon I will get closer to Mandelbrot or Julia patterns, once I work out the exact Turtle Pathways. This essentially means more experimenting, for which the QL is an excellent tool. Remember, the number of possible Fractal Patterns is infinite, so experiment we may...Try, for example modifying (Listing 1) mv to 0, mo, -mv etc.

Adapting the procedure, (especially the angles), can produce all manner of square patterns...many of which are artistically surprising, and no doubt unique.

```
100 REMark LISTING ONE.
110 :
120 REMark Fractal_Squares_bas. by S. Poole, v27sept2005
130 CLEAR: OPEN#1,con_16: WINDOW 512,256,0,0: INK 4
140 PAPER 0: SCALE 256,-128,-128: PENDOWN
150 :
160 FOR xit=1 TO 7
170   CLS: LINE 0,0: square 0,128,0: i$=INKEY$(#1,250)
180 END FOR xit: WINDOW 256,206,0,0: i$=INKEY$(#1,-1)
190 :
200 DEFine PROCedure square(ang,mo,ct)
210 LOCAl mv,kt: mv=mo/2: kt=ct+1
220 IF ct=xit: RETurn
230 PENUP : TURNT0 ang : MOVE mv
240 PENDOWN : TURNT0 ang+90 : MOVE mv
250 PENUP : square ang,mv,kt
260 PENDOWN : TURNT0 ang+180: MOVE mo
270 PENUP : square ang+90,mv,kt
280 PENDOWN : TURNT0 ang+270: MOVE mo
290 PENUP : square ang+180,mv,kt
300 PENDOWN : TURNT0 ang+360: MOVE mo
310 PENUP : square ang+270,mv,kt
320 PENDOWN : TURNT0 ang+450: MOVE mv
330 PENUP : TURNT0 ang+540: MOVE mv
340 END DEFine
350 ::
```

End of Listing One.

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100 REMark LISTING TWO

110 :

120 REMark Squares_3_bas. by S. Poole, v27sept2005

130 CLEAR: OPEN#1,con_16: WINDOW 512,256,0,0

140 PAPER 0: SCALE 256,-128,-128: PENDOWN

150 :

160 FOR xit=1 TO 7

170 CLS: LINE 0,0: square 0,128,0: i\$=INKEY\$(#1,250)

180 END FOR xit: WINDOW 256,206,0,0: i\$=INKEY\$(#1,-1)

190 :

200 DEFine PROCedure square(ang,mo,ct)

210 LOCAl mv,kt: mv=mo/2: kt=ct+1

220 IF ct=xit: RETurn : END IF : INK 0

230 TURNT0 ang : MOVE mv: INK 4

240 TURNT0 ang+90 : MOVE mv: square ang,mv,kt

250 TURNT0 ang+180 : MOVE mo: square ang+90,mv,kt

260 TURNT0 ang+270 : MOVE mo: square ang+180,mv,kt

270 TURNT0 ang+360 : MOVE mo: square ang+270,mv,kt

280 TURNT0 ang+450 : MOVE mv: INK 0

290 TURNT0 ang+540 : MOVE mv: INK 4

300 END DEFine

310 ::

End of Listing Two

MORPHING

Steve Poole

For years I have greatly admired a special effect on television which gradually transforms one shape into another.

This month I decided to see how I could write my own morphing program, which first meant studying the theory behind it. At best you need an automatic profile recognition routine, to analyse the initial and final shapes and then define the 'anchor-points' on their perimeters. (Already having written such a program to do automatic FILLing), I tried adapting it until I realised that the problem could be simplified to a straightforward geometric 'translation', where the need to move the objects is purely incidental.

This means that instead of using 3D rotational operators and suchlike, the routine simply joins successive points around the perimeter of each object with lines which represent the translation loci. Dividing these trajectories by equal amounts thereby defines a sequence of intermediary shapes, each of which represents a 'Frame' within the so-defined anima-

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tion. The problem is therefore very easily defined and the programming quite straightforward.

Just watch the program run: It will randomly create pairs of shapes and interpolate them creating a simple animation. Although A,B,C & D are theoretically mapped onto P,Q,R & S on a clockwise basis, the randomness of the values will upset this order. Nevertheless if you set the 'Labels' variable to 1, you will see that the program gets its morphing right by twisting the shapes as necessary.

Furthermore, it has no trouble handling triangles, paired lines, solitary lines or points. This is because the key to successful morphing is simple: Each shape must have the same number of connecting-lines. (And remember that in Topology a triangle may have four edges if one of them is in line with your axis of vision. The same is true for apparently 1D or 2D objects: It's just a question of perspective).

To keep the program simple, it is limited to shapes in the first (positive) quarter of the signed-circle. Adapt the program as you wish. (For example, starting from the centre of the screen, radially translate every pixel by a progressively-varying amount to deform the image grotesquely...) Happy transmogrification!

```
100 ::
110 REMark MORPH_bas, by S. Poole, v7nov2005
120 REMark Hit any key to ESC when paused.
130 :
140 REMark Initialise the screen for SMSQ/E:
150 OPEN#1,con_16: WINDOW 512,256,0,0
160 SCALE 64,0,0: OVER -1: n=64: Labels=0
170 :
180 REPEAT loop
190   CLS
200   REMark Get random values for each shape:
210   Ax=r(1): Ay=r(1): Bx=r(1): By=r(1)
220   Cx=r(1): Cy=r(1): Dx=r(1): Dy=r(1)
230   Sx=r(2): Sy=r(2): Rx=r(2): Ry=r(2)
240   Qx=r(2): Qy=r(2): Px=r(2): Py=r(2)
250   :
260   REMark Draw initial and final shapes:
270   LINE Ax,Ay TO Bx,By TO Cx,Cy TO Dx,Dy TO Ax,Ay
280   LINE Sx,Sy TO Rx,Ry TO Qx,Qy TO Px,Py TO Sx,Sy
285   :
290   IF Labels THEN
300     C Ax,Ay,'A': C Bx,By,'B': C Cx,Cy,'C': C Dx,Dy,'D'
```

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```
310 C Sx,Sy,'A': C Rx,Ry,'B': C Qx,Qy,'C': C Px,Py,'D'
320 END IF
330 :
340 REMark determine interpolation steps:
350 ASx=Ax-Sx: dASx=ASx/n: ASy=Ay-Sy: dASy=ASy/n
360 BRx=Bx-Rx: dbrx=BRx/n: BRy=By-Ry: dBRy=BRy/n
370 CQx=Cx-Qx: dCQx=CQx/n: CQy=Cy-Qy: dCQy=CQy/n
380 DPx=Dx-Px: dDPx=DPx/n: DPy=Dy-Py: dDPy=DPy/n
390 :
400 REMark Calculate interpolated coordinates:
410 FOR f=1 TO n
420   A_Sx=Sx+f*dASx: A_Sy=Sy+f*dASy
430   B_Rx=Rx+f*dbrx: B_Ry=Ry+f*dBRy
440   C_Qx=Qx+f*dCQx: C_Qy=Qy+f*dCQy
450   D_Px=Px+f*dDPx: D_Py=Py+f*dDPy
460   :
470   REMark Draw interpolated forms:
480   FOR t=1,2
490     LINE A_Sx,A_Sy TO B_Rx,B_Ry
500     LINE TO C_Qx,C_Qy TO D_Px,D_Py TO A_Sx,A_Sy
510     i$=INKEY$(#1,1): IF i$<>": EXIT loop
520   END FOR t
530 END FOR f: i$=INKEY$(#1,50)
540 END REPEAT loop
550 :
560 REMark Epilogue:
570 WINDOW 256,206,0: SCALE 100,0,0: OVER 0: STOP
580 :
590 DEFine FuNction r(s)
600 it=s: REMark fix shape ranges:
610 SElect it
620   =1: RETurn RND(33 TO 63)
630   =2: RETurn RND(1 TO 32)
640 END SElect
650 END DEFine
660 :
670 DEFine PROCedure C(crx,cry,cr$)
680 CURSOR crx,cry,0,0: PRINT cr$
690 END DEFine
700 ::
```

End of Listing.

A query was made at the AGM regarding the comparison of membership numbers from 2004 and 2005. This shows a large fall in the number of members. The reason for this is that the 2004 figures were reported after some of the January 2005 renewals had been received whereas the 2005 figures showed the actual "Paid up" membership at the end of the QUANTA year 31st January 2005. To quote the figures on a "like for like" basis the following update is reported:

	UK	OS
Members	180	29
Associate Members	3	Nil
Honorary Members	3	1
Other Members	3	Nil
TOTAL MEMBERSHIP	189	30
COMBINED TOTAL	219	

This shows an increase in membership of 58 on the figures reported at the AGM. Please accept my apologies for any inconvenience caused.

"QL is 21" EXPENSES BREAKDOWN John Gilpin

At the AGM in Manchester, a request was made for a breakdown of the expenditure cost for the "QL is 21" weekend. Reference to the Accounts shows two items worthy of note. One under Expenditure which relates to the cost of resalable goods (Tee Shirts, Mobile telephone Chairs etc.) while the other one (listed as Over-heads) covers the none-recoverable costs which is broken down as follows:

Accommodation & Venue costs	£966
Food	£141
Dinner/Drinks	£547
AA Road Signs	£576
Travel Expenses	£472
"QL is 21" Banner (50% of cost)	£47
Tee Shirts	£167
Phone Trees	£185
Advertising (Mail shot)	£61
Sundries	£5
TOTAL	<u>£3,167</u>

During the last couple of months, Dilwyn reported that a number of people had contacted him regarding the downloading of QL programmes from his and other web sites and difficulties being experienced by users in getting the resulting programmes to run properly after unzipping them from the format in which they were downloaded. After some discussion about this thread on ql-users list, Dilwyn finally came up with a very explicit document on his web site to advise users of various ways to overcome their problems. The document has been downloaded from Dilwyn's web site and is reproduced here with his kind permission. For those of you with web site access facilities, this document - and any updates to it - may be found at:

www.dilwyn.uk6.net/gen/pcqlxfer/index.html (Ed)

PC-QL FILE TRANSFER

Updated: 01.04.2006

These days, the Internet is probably the primary source of QL software. Files are generally held in a format called 'zipped' on web pages, which means that most or all files have been combined into a single file, called an 'archive' which is both convenient and usually makes the package smaller and hence faster to download on a dial-up Internet connection.

I am often asked how to get these files onto a QL. Most people seem to download files on a Windows system, and the usual query runs something like:

"I downloaded program xyz from your web site, unzipped it with WinZip on my PC and find it doesn't work - can you help me?"

If the zip file contains a QL executable (a program you can EXEC), DO NOT unzip it in Windows. It won't work. Not at all. Windows doesn't understand QL file headers and these are lost totally and irretrievably by Windows. You can usually tell when you copy it to a QL and find that when you try to EXEC a program it stops with a 'bad parameter' or similar error when the QL realises there is no executable file header and no dataspace information.

This poses an interesting dilemma. Zip files you download from the Internet have to be copied to the QL and unzipped within QDOS or SMSQE environments, but how do you transfer files and how do you get

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the Unzip program to a QL in the first place, since it is usually supplied zipped itself, so you find yourself in a catch 22 situation of needing a copy of Unzip to unzip your copy of Unzip!

We will need to look at five aspects of this:

- 1) Copying files from Windows to a QL using software running in DOS or Windows.
- 2) Copying files from Windows to QL using a program running on the QL system.
- 3) Transferring and setting up Unzip on the QL.
- 4) Using a QL emulator.
- 5) Use of QL disk images and RAWRITE. [Click here](#) to view a page by Timothy Swenson on this subject.

And we have to bear in mind of course that file transfer programs are just that - file TRANSFER program. They do not do any reformatting of data, you will need more programs for that. For example, a Quill DOC file will not readily load into Word (or vice versa) without conversion. It is important to realise that TRANSFER and FORMAT CONVERSION are two very different but related subjects.

Downloading The QL Programs

Simply download programs from websites in the normal way and store them on your PC hard disk. I tend to store them in a receive directory called C:\RECV (using sub-directories if necessary), to make it easier to find them later when copying them to floppy disk.

Serial Links

It is possible to set up a serial link between the PC and QL and transfer files via a cable between the two computers. While this works and can indeed be very useful and flexible, it tends to be somewhat slow, as a standard QL will only work reliably at up to 9,600 baud. For more on serial links, [follow this link](#).

Using PC Software

There are very few programs available for Windows which understand QL floppy disks. Two such programs are QLTools (a DOS program) and WXQT2 from Jonathan Hudson. I use WXQT2 myself and know how



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Next QUANTA Sponsored Event

SUSSEX QL USER GROUP

PORTSLADE (HOVE) QUANTA WORKSHOP

**Portslade Town Hall,
Mile Oak Community Centre,
HOVE,
SUSSEX.**

Sunday 28th May 2006

From 10.00 am to 4 p.m.

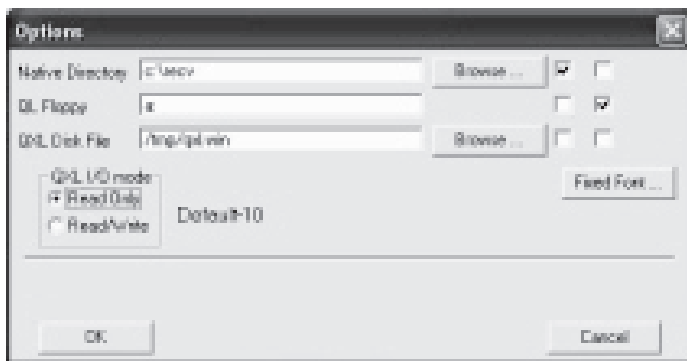
Ring Roy Wood on 01273 – 386030 (or 07836-745501) for full details.

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well it works and how easy it is to use once set up. Both are available from Jonathan's web site <http://www.daria.co.uk>. Simply install WXQT2 in your Start menu or as a desktop shortcut icon in the usual way for your version of Windows.

WXQT2 is a Windows program which offers two file selection boxes for source and destination drive file lists. You simply select which drive to use - the drives can be a PC hard disk, a QL floppy disk, or a "QXL.WIN" container file as used by some emulators (e.g. QPC2, QXL, uQLx and QemuLator). WXQT2 will need the QLtools program to reside in the same directory as the wxqt2.exe program. Note: like most of Jonathan's software, these programs may come as part of extensive packages including source code and documentation, for wxqt2 you will basically only need the wxqt2.exe program and the relevant version of qltools. There are two versions of QLtools, one for Windows 95/98 type systems and the other for NT-type file systems. Put the appropriate one into the same directory as wxqt2.exe and ensure that the version you are using has been named qltools.exe. If you are using Windows XP you will need to use the Windows NT version of QLtools.

To set up WXQT2 to transfer between PC hard disk and a QL format floppy disk, click on the FILE menu in WXQT2 and select the OPTIONS command. This dialogue box appears:



In the Native Directory box, enter a PC drive name and directory. WXQT2 seems to recognise both Windows and Linux style name conventions. As I store most of my QL downloads in a directory called RECV on my PC, I entered C:\RECV here. There are some tick boxes to the right - ensure the top row has a tick in the left hand box, which ensures that the left files list in wxqt2 corresponds to the C:\RECV you just entered. In the QL Floppy box, enter A: (assuming you will be using the PC's floppy disk drive A: for the QL disk of course). Ensure that the second row of tick

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boxes has a tick in the right hand column, this ensures that the right hand files list of WXQT2 corresponds to the A drive you entered. This sets up WXQT2 to list the PC hard disk files in the left hand window, and the QL disk files list in the right hand window. Click on OK to save the configuration.

To transfer files, you simply highlight the files to be copied by clicking on the filename (if more than one file is to be transferred, click on the first to highlight it, then hold down the CTRL key while clicking on the second and subsequent filenames to create multiple selections). To actually transfer the files, click on the appropriate arrow between the two windows to indicate the direction of the file transfer. It really is that simple to use. Using it is much easier than setting it up in the first place! WXQT2 can also transfer files in and out of a QXL.WIN hard disk drive as used by emulators like QPC2, QXL, uQLx and recent versions of Windows Qemu-Lator.

Using QL Software

You may find it easier to copy the files downloaded onto a PC format floppy disk, which you can place into a QL floppy disk drive and use a DOS/Windows disk reader running on a QL. Possibly the best known such program is Discover from Dave Walker, but there are a number of other programs like IBMdisk, ATdisk, Ergon Floppy Disk Utilities, Multi-DOS, Utility Room Reader and Media Manager. Some of these programs are available from my [File Transfer page](#), others are available from most good QL software download sites and PD libraries. I won't try to give instructions for them here because there are so many such programs and most are quite easy to use, like most QL software.

Unzip

The official version of Unzip for QDOS is maintained by Jonathan Hudson and is the QDOS port of the official Info-Zip group zip archiving package. It is available from Jonathan Hudson's web site <http://www.daria.co.uk> or from my [Archivers download page](#). There are also older versions of Zip and Unzip available from various websites and PD libraries - these are not official versions and probably best not used, better to stick to the official Info-Zip group version of Unzip for QDOS. You can get zipped copies of unzip, and also a version called a 'self-extracting' version. Try to get a copy of version 5.32 or 5.41 or later. Note that v5.41 may give an error message such as "signal extensions are missing" when it starts, this may be ignored, the program appears to work perfectly well

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without these extensions if you do not have them on your system. If you already have a version of Unzip on your system, it will normally unzip more recent versions if you wish to update your copy. If you don't have a copy of Unzip already, download the Self-Extracting (SFX) version - this can be unpacked on a QDOS or SMSQE system even if you don't already have a copy of Unzip to decompress it. Note that the program needs an expanded memory system, preferably 384K or more. This means you may not be able to unpack it on a 128K QL or a version of QemuLator using just 128K of memory for example.

Once you have downloaded the SFX version of Unzip from Jonathan's web site, you will have a file called unzip541xQ.bin or unzip541xQ_bin. The '541' may vary depending on the actual version number. The Q indicates it's the QL version.

WARNING: By default you will find this file is called 'unzip541xQ.bin' - it has a full stop character in the filename. On a QDOS/SuperBASIC machine (including machines and emulators using a Minerva ROM) filenames containing full stop characters have to be enclosed in quotes. SMSQE/SBASIC systems will normally allow unquoted filenames to contain full stop characters. If you are unsure, enclose the filename in quote marks, i.e. 'unzip541xQ.bin' or "unzip541xQ.bin"

Transfer it to your QL system then follow this procedure to 'self-extract' the Unzip program and its associated files. It is not difficult, but it must be done totally correctly or the process may not work properly.

Ensure you have Toolkit 2 active on your QL system. In most cases this is automatic. Where Toolkit 2 is supplied as part of a disk interface such as those from Miracle Systems, you may need a TK2_EXT command to activate it.

We'll assume that your Unzip SFX is on FLP1_ and we'll be decompressing it to FLP2_. If you only have a single disk system, you can of course decompress it to the same drive, or to a temporary ramdisk and copy it to disk afterward. The first step is to LRESPR the SFX:

```
LRESPR FLP1_unzip541xQ.bin
```

Please remember that the ".bin" extension may be renamed to "_bin" during the original transfer process, if so, use LRESPR FLP1_unzip541xQ_bin instead. The program will now issue simple instructions on the screen as to how to proceed:

You must enter a device/directory name for temporary files created during the decompression process. I used ramdisk RAM1_ in the

example above. Then enter the drive/directory name to extract the Unzip program files to. I used FLP2_ in the example above. It should then create the temporary files, then issue the following message:

"To extract the files, run the command "LRUN Ram1_SFX_BAS"

"Press any key to exit"

To complete the self-extraction, you have to LRUN the SFX_bas program it created on the drive you specified. In most cases, this will work without problem, in a few cases (e.g. on QPC2 emulator v3.32) this may result in a frozen machine. In this case, a slightly different procedure is needed. Restart the process as far as the message above, press the key to exit, but DO NOT attempt to LRUN the SFX_bas basic program. Copy it to the screen with a VIEW or COPY command to see that it's a short list of basic commands like this:

```
EW RAM1_SFX_exe;'-d FLP2_ '  
delete ram1_SFX_exe  
delete ram1_SFX_dat  
delete ram1_SFX_bas
```

What you have to do is to manually type in these commands instead.

Type in the first line and press ENTER:

```
EW RAM1_SFX_exe;'-d FLP2_ '
```

Obviously the drive names depend on what you entered earlier. EX may be used instead of EW if preferred. This unpacks the Unzip program files. Then enter the three delete commands to get rid of the temporary files. You should now have a copy of the full Unzip package on FLP2_ (or whichever drive you specified!).

If all this fails and you are still stuck, you have two choices of how to get a working Unzip. First option is to get a copy on disk from a PD library or a friend who already has a copy. I think the terms of the licence allow you to get it free or certainly at no profit (i.e. the person supplying it to you may make reasonable charges to cover costs involved, but not make a profit). Second option is to extract or download a copy of unzip to Windows, unzip it there and accept that Windows will destroy the executable file header. Having transferred it to the QL, you'll find it won't start and may give a 'bad parameter' error when you try. Here is how to repair it - load it into memory and use the SEXEC command from SuperBASIC or SBASIC to save a repaired copy of Unzip. Run this little program for Unzip v5.32:

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```
100 fl = FLEN('\FLP2_Unzip')
110 base = ALCHP(fl)
120 LBYTES FLP2_Unzip,base
130 DELETE FLP2_Unzip
140 SEXEC FLP2_Unzip,base,fl,51270 : REMark change to 51810 for
v5.41 of Unzip
150 RECHP base
```

Note that the dataspace value at the end of line 140 varies slightly, depending on the Unzip program version. The dataspace value is 51270 for version 5.32, or 51810 for version 5.41. fl is the program length, and should be 108460 for v5.32, or 111158 for v5.41

Using Unzip

Once you've got Unzip on your system, you are then faced with how to use it. As it's a program ported from other platforms, its instructions are largely based on the original documents with a short QL specific readme file. I'll assume here you'd like simple basic use instructions to get you going the first few times. Remember that Unzip can only really work on an expanded memory system (i.e. not on a system with only 128K of RAM)

I'll assume you need to unzip a zipped file called FLP1_EXAMPLE_ZIP, and that it's to be unzipped to FLP2_, and that your copy of the Unzip program is also on FLP1_. The command needed to unzip it is:

```
EW FLP1_UNZIP;'-d FLP2_ FLP1_EXAMPLE_ZIP'
```

The -d directive is followed by a space and the drive name to unzip the file to, then another space before the filename of the zip file. If the -d FLP2_ is omitted, example_zip will be decompressed to the DATA_USE default device instead:

```
EW FLP1_UNZIP;'FLP1_EXAMPLE_ZIP'
```

There are also pointer driven front ends for Unzip, like Archivers Control Panel (ACP) from Thierry Godefroy which are well worth looking at if you intend to make a lot of use of Unzip. They are menu driven and save a lot of work typing in such commands! Archivers Control Panel will also handle archives made with other programs like Zoo and LHA/LHQ.

Using QL Emulators

The three main QL emulators for PCs have very different ways of transferring files between QL and Windows/DOS.

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QPC2 users probably have it best, since that emulator has something called a DOS device, where you have up to 8 'drives' called DOS1_, DOS2_, DOS3 etc up to DOS8_ which can be defined as corresponding to various PC drive and directory names, e.g. DOS1_ might be the main hard disk, drive C: and DOS2_ might be the second hard drive if you have one, or the CD-ROM (drive D:) Do remember that QPC2 can also read PC floppy disks, making it easy to transfer files between QL and PC floppy disks. QPC2 can read PC format floppy disks and write QL files to them as well, although you may find yourself limited to short filenames like the old 8.3 DOS names. Being an SMSQ/E based system with SBASIC, unquoted filenames may contain full stop characters, which is very useful.

QemuLator users can also transfer files to and from the PC hard disk from within the emulator. This is achieved by making one of the 'Microdrive' slots at the bottom correspond to the PC hard disk. To assign a slot to the PC hard disk, just click on one of the slots at the bottom of the QemuLator display. In the little menu which appears, click on 'Attach Directory' and navigate to the C drive or whichever directory is required. Supposing you clicked on the second slot, reference to WIN2_ would then actually point to the PC hard directory and you could copy a file to the floppy drive attached to slot one by means of COPY WIN2_filename TO FLP1_filename. Do bear in mind that QemuLator (like other QDOS based systems) will require you to enclose filenames containing full stop characters in quotes.

Unfortunately, life can be a little more difficult with QLayer and QLayer2. You may need to use the tools software supplied to transfer files back and forth. I am not really familiar with this on QLayer so I'll leave you to study the documentation to work it out!

Good luck! I assure you that the only hard part of all this is getting it all set up the first time, from then on transferring downloaded software to the QL is quite easy once you get used to the process involved. There are other possibilities too, including special software which encodes and decodes or appends QL file header information in such a way that it's preserved when saved into the Windows environment, but that's rather technical a subject best not gone into too much here.

This document and much more QL related information is available on Dilwyn Jones' Web site:

<http://www.dilwyn.uk6.net>

It is well worth a visit (Ed)

QUANTA NEWS

A couple of items from the ql-users list (reproduced with their kind permission) for the benefit of those who don't subscribe to the list:

Q-emuLator V2.3.4 available for download

At the end of March Daniele Terdina wrote:

Q-emuLator version 2.3.4 has been released and can be downloaded at:
<http://users.infoconex.com/~daniele/winql.html>

The basic version is now available for FREE. It emulates the features of an unexpanded QL (but can also access QL floppy disks and the Windows file system) and its speed is limited to be roughly equivalent to that of a real QL. Registration is still required to access all of the extra emulator features and for much faster emulation speed.

QemuFast (a prototype of a version of Q-emuLator that runs four times faster) is also available again, for registered users only.

The following day - quick to respond as usual - Dilwyn Jones added:

I down-loaded and installed this version. What you get is basically a 128K QL with QemuLator's known levels of compatibility and ability to use any QDOS or Minerva ROM, and the possibility of using non-standard 48K ROMs and 16K ROM Images like Toolkit 2. The earlier trial version only gave you 30% of the speed of an unexpanded 68008 QL, but I think it gave you the option of a small memory expansion. This trial version does not allow ramdisks, parallel port, TCP/IP access, level 2 file system or QXL.WIN file access, or expanded memory, so is well worth stumping up for the expanded version, but this free trial version does run at the same speed as an original QL with 128K of memory and supports up to 8 drives (which can be floppy drives or PC hard disk directories) and you can use your preferred ROM version (it comes with a version of Minerva). This unregistered 128K version is quite OK for testing software on the emulator, or for running 128K software like games or Super BASIC programmes.

If you opt for the expanded version, you get the missing features and more. Examples of what you'll get with the expanded registered version:

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More RAM available

TCP/IP access (use Jonathan Hudson's Lynx, QL-FTP and email programmes)

Level 2 filing system (i.e. directories)

Read and (new to this version) write to QXL.WIN, like QPC2 or QXL.

Ramdisks

Parallel printer port access

Much faster than the unregistered version (depends to some extent on the speed of your PC).

Ability to run Gold Card SMSQ/E

A little bonus: once registered you have access to QemuFast, a much faster version, although not quite as compatible with some QL software as the standard QemuLator (bearing in mind that a registered QemuLator is already much faster than most people assume).

I guess QemuLator has lived in the shadow of QPC2 to some extent over the years, which is a pity. I can see that QPC2 is good for those like me who write programmes to use the latest facilities whereas QemuLator might be a good choice for those who just want to write the occasional SuperBASIC programme and run their existing QL software without being too bothered about high colour and such things (e.g. people who return to the QL after a period of absence).

I'm glad Daniele is still updating QemuLator and hop his work will earn him some registration fees.

One Way Forward

Following his involvement in the A & E Department at the AGM Workshop, John Southern wrote:

Out of the twenty dead original black box QLs that we took along to the AGM, the sub group (NEMQLUG) managed to get twelve working perfectly and another two just need membranes and microdrives fitting. To be honest, we ran out of time for the microdrives , but the limiting factor in the future seems to be keyboard membranes.

I know a few membranes are still available, but the price of original QLs has fallen through the floor on eBay to the extent that it is not worth the price. I will try to do something about this and hopefully reduce the cost in the future for anyone trying to keep old machines in operation.

As you are all hopefully aware, QUANTA Magazine is undergoing changes to improve both quality and content and also to enable us to distribute it to members electronically (maybe as an attachment to an email). You will, of course, have the option as to whether you continue to get your hard copy by post or as an email attachment in .pdf format. One of the problems facing us with the Ecopy is the file size acceptable for email.

Analysing the content of the Magazine reveals that (not unexpectedly) by far the largest memory gobbler is the graphic contents in photographs and advertisements. This issue is the first to be published in its electronic form without the usual full page advertisement from our traders. In place of these advertisements, the same space has been allocated to a Text Advert which will point to a web address on the QUANTA Web Site (when the new web site is up and running) where the full advertisement may be viewed and also a hyperlink to the advertiser's web page(s) together with other contact details. From the (we hope) resulting reduced file sizes, we will be able to make further decisions regarding the layout of the QUANTA Magazine. The usual hard copy printed magazine, that all our members are used to, still contains all the full advertisements.

SOFTWARE UPDATES

John Gilpin

When I decided to provide this feature to keep you all up to date with your favourite software, I was warned that it would take an awful lot of time to research etc. In my usual optimistic way I thought "It really can't be that bad!!" but now I have started I realise what words of wisdom I was ignoring. Actually I have quite an impressive list of software which you would like the update situation on but until I have spoken to Roy Brereton (Librarian) I'm afraid the results will just have to wait a little while longer.

It is still not too late to add your Top Ten Software items to the list - the more the merrier - they say!! Just send your list to: Editor@quanta.org.uk and I'll add them to the rest

Hopefully more next time.

SUBGROUP MEETINGS

THE BIRMINGHAM BRANCH QL & 68000 User Group

This long-running group has moved back to its previous venue, the Queens Head pub in the City Centre. Meetings remain open to Quanta members and non-members alike. The Queens Head is in Steelhouse Lane, Central Birmingham, four minutes walk from Snow Hill main-line railway station and has ample street parking nearby.

Meetings are usually on the first and third Monday of each month (but not on Bank holidays unless the previous one was cancelled for that reason). After your first meeting you're expected to pay £1 each time towards the organisation and monthly newsletter costs - except once a year when the group pays all those who attend a pound instead (We provide food twice a year for those who attend the AGM and the group's birthday party) and at meetings we discuss all sorts of things, QL-related and otherwise, usually from about 8:20pm onwards till 10:30 or later. The group owns QL hardware, a disk library and subscribes to relevant magazines. People can join the mailing list for £3.50 per year, even if they can't attend regularly.

The contact number remains Mike Bedford White's, on 0121 708 2560, anytime after 11 am.

QUANTA DORSET SUBGROUP

Meetings are held, on the second Sunday of each month at the Merley Community Centre in Harrier Drive, Merley, just south of Wimborne Minster. Time: 2.00pm to 5.00pm. All are welcome.

John Meadows Tel: 01202 576189, or John Mason, 01425 275894.

EAST ANGLIAN QL USER GROUP

Meetings happen on the 1st and 3rd Sundays of the month at Bramerton Village Hall. Bramerton is just south of Norwich. They start at 1pm and end at 5pm. There is free parking on site, and tea/coffee is also provided free. If you can, please bring your QL system, all welcome.

Tarquin Mills <specckyverse@ntlworld.com> or Tel:01603-470399

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LONDON QL AND QUANTA GROUP

Meetings are held in the School Room, which is the basement of the Borough Welsh Congregational Chapel, 90, Southwark Bridge Road, London SE1. This is almost opposite the junction with Marshalsea Road, at the other end of which, 5 minutes walk away, is the Borough Underground Station. Free parking is easily available in Southwark Bridge Road for road users, Cyclists are welcome.

Members currently each pay a subscription of £30 per year towards the cost of the hire of the hall and a small additional charge is made for tea/coffee - biscuits are then provided free.

Please bring your QL equipment if possible, all types welcome, e.g., PC portable running emulators. The Group has some systems stored at the venue for its use. In addition, there are lots of donated second user equipment, books, magazines, etc, available for purchase.

Time : 2.00pm to 6.00pm, on the second Sunday of the month.

No meetings are held in either December - winter break, or August - summer break. Giving 10 meetings a year.

Malcolm Cadman : Tel: 020 8691 5780; email: QL@mcad.demon.co.uk

NEMQLUG - THE NORTH EAST MANCHESTER QL USER GROUP

Meetings are held at 181, Urmston Lane, Stretford, Manchester. M32 9EH (Near Junction 7 of M60 Motorway - Was Junction 7 M63 Motorway). Our informal meetings start at 7 p.m. and finish at 11p.m. All welcome.

Meets on the last Thursday of each month (except December).

John/Sarah Gilpin 0161-865 2872 (gilpins@ic24.net)
or John/Alison Southern 01625-850067. (tarragon@bigfoot.com)

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SCOTTISH QL USERS GROUP

SQLUG meets at George Gwilt's home every second Sunday in the month. Please contact George Gwilt before coming to get the location.

Geogwilt@aol.com

SOLENT SUBGROUP

Meets at Botley Market Hall, all welcome. Park at the back and use side entrance.

1st Saturday of the month from 2.00 pm to 6.00 pm.

Graham Evans, Tel: 023 8040 3350.

SURREY QUANTA SUBGROUP (SQSG)

Venue is St Giles Church Hall, Ashted. (This is the other side, towards the downs, of the main Epsom - Leatherhead road, up Park Lane which is at the Epsom end of the town).

From 8.00 to 10.30 pm on the last Wednesday of each month, except December.

Ken Bain 01932 347 432 (to midnight), kenb@bcs.org.uk

SUSSEX QL USER GROUP

Currently without a meeting place, anyone interested should contact Keith Mitchell or Roy Wood.

Roy Wood, 01273 386030 or Keith Mitchell, 01903 742263.

QUANTA AND OTHER QL SHOWS PROGRAMME				
	WEEK 1	WEEK 2	WEEK 3	WEEK 4
JANUARY 2007				
FEBRUARY 2007	Magazine Copy Date - 5th			
MARCH 2007				
APRIL 2007	Magazine Copy Date - 5th			
MAY 2006				QUANTA HOVE - 28th
JUNE 2006	Magazine Copy Date - 5th		Eindhoven Local - 17th	
JULY 2006				
AUGUST 2006	Magazine Copy Date - 5th			
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